Linus™ SPACEHEAD'S "cosmic crusade"

The Story

Having crash landed on Planet Earth in his last adventure (and

almost getting stranded in the process) Linus has returned to his home planet, Linoleum. Instead of the hero's welcome he expected for discovering a new world in a new Galaxy he is greeted only with disbelief. *He has no proof of his galactic find.* "Lousy Linodudes!", he mutters to himself as he vows to show his fellow planeteers what a hero he really is. "If it's the last thing I do I'm going to return to Earth and get the proof I need".

"I'll need a new spacecar to get there and a cosmic camera to get some photos to prove I've been there. This is going to be difficult - I spent every last Linocent I had on my last Cosmic car…"

Linus needs your help! He has no money, no car and no respect from his fellow Linomen. *You must help him return to Earth, home of the hamburger, land of the free, take some snaps and then back to Linoleum again to the glory he deserves.*

Instructions

When the game boots up, you can choose to play in one of four different languages… use SELECT and START to choose English, French, German or Spanish. Press START at the title screen to play the game. Now select *Start Game* or *Password*. The game is very large so a password feature is included so that you can leave the game and continue where you left off at a later time.

Linus Spacehead's Cosmic Crusade™ is an *arcade adventure*. You proceed in the game by solving problems and completing arcade sections. When the game starts you find Linus on Planet Linoleum, in his home town, Old Lino Town, standing just outside the Post Office. There are two main play areas in Linus Spacehead's Cosmic Crusade - the *adventure sections* and the *arcade sections*.

Adventure

In the adventure sections you must solve problems to proceed through the worlds and help Linus in his ultimate goal - to get back to Earth. The bottom of the screen is laid out as follows:-

OLD LINO TOWN
LOOK PICK UP TALK TO GIVE USE

BIRTH CERTIFICATE

You control Linus' actions through an arrow which you move with the control pad. Pressing the **A** button will make Linus run to the arrow.

As you move the arrow around you will see the names of objects you are pointing to highlighted in the panel below the 'command line' (look pick up etc.) You can command Linus to interact with these objects. For instance on the first screen (OLD LINO TOWN) there is an object on the ground just to the left of where Linus starts. If you move the arrow over this you will see the words TELEPORT KEY highlighted in the panel. To make Linus look at this move your arrow over the word LOOK in the panel and press **A** - the words LOOK AT will appear on the panel and Linus will run over to the object. When he gets there the message "WOW THIS GIVES UNLIMITED TRAVEL BACK TO OLD LINO TOWN!" will appear.

Quick Reference Screen Guide

- Point to things with the arrow to find out what they are.
- To select one of the commands: LOOK PICK UP TALK GIVE or USE, point to it and press the **A** button or use the **B** button to cycle through the commands.
- Once you have chosen your command eg. PICK UP, point to something eg. *COIN*, then press **A** for PICK UP *COIN*.
- The *COIN* will now be in your Inventory at the bottom of the screen. Use the **A** button to scroll the inventory up and down if it contains four or more objects.
- You can do commands with two objects eg. USE *MONEY* IN *PHOTO BOOTH*.

Linus can interact with objects in 5 ways - he can look at them, pick them up, talk to them, give them to someone or use them. Try the command PICK UP TELEPORT KEY. When Linus picks something up the object will appear in the list of things he is carrying at the bottom of the screen. When you pick up the Teleport Key your inventory will look like this:-

BIRTH CERTIFICATE
OLD LINO TOWN TELEKEY

A quicker way to give Linus a command is to use the **B** button to cycle through the 5 commands. In Old Lino Town move your arrow around to find all objects which can be interacted with and then try to do some of the following commands:-

LOOK AT SIGN
PICK UP COIN
LOOK AT BIRTH CERTIFICATE
TALK TO OLD LINO TOWN
USE OLD LINO TOWN TELEKEY IN - TELEPORT MACHINE
USE DOOR
USE EXIT

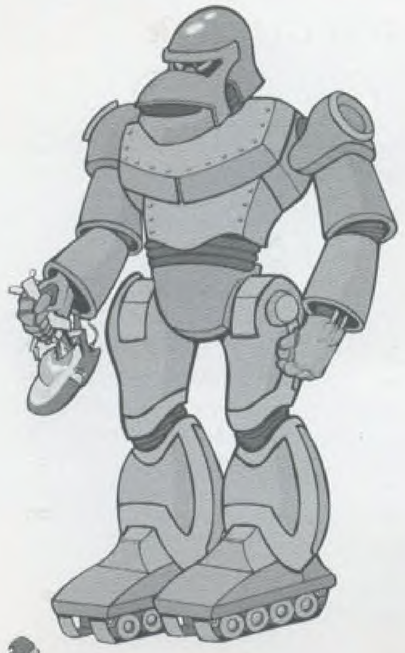
As you progress in the game you will find many more locations and objects for Linus to interact with. In lots of locations you will be confronted with problems you must solve if you are to proceed further into the game. If you are not sure how to solve a problem then try experimenting - you can't go wrong and some of the replies to your commands might give clues.

In any adventure location if you Pause the game (by pressing START) and then press SELECT and START at the same time you will be given a *password*. Note down the password and then you can carry on from the same location with the same objects at another time. Simply enter your password by choosing "password" on the options screen at the beginning of the game.

Arcade

All the adventure sections are connected by the Arcade sections. In these sections you have direct control of Linus and can move

him left or right and jump with the **A** button. Linus can lose lives here but he can also gain extra lives by collecting Cosmic Candy. Once Linus has completed an arcade section he is free to travel along the route *without* needing to re-complete the arcade section.



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1-900 RESTART
1 900 737 8278

Calls cost $1.75 for the first minute
and 90 cents thereafter.
Phone the Codemasters' Helpline for Hints and Tips that will help you play Linus Spacehead's Cosmic Crusade ™

This helpline is for gameplay advice only
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But Beware...

Linus SPACEHEAD'S "cosmic crusade" *was brought to you by...*

GAME DESIGN	*Pete Williamson & Toby Eglesfield*
PROGRAMMING	*Pete Williamson*
GRAPHICS	*Toby Eglesfield*
PACKAGING	*Toby Eglesfield & Victoria Healey*
PROJECT MANAGER	*Pete Williamson*
ART MANAGER	*Shân Savage*
PRODUCTION	*Stewart Regan & Pat Stanley*

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IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.
DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV.Projection TVs can be permanently damaged by displaying stationary screens or
patterns, eg. a game in pause mode.
Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

☞ Please contact your TV manufacturer for more information.

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FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

1. This device may not cause harmful interference and
2. This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

Written by CODEMASTERS

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